ROCK RAIDERS PSX – June 7ᵗʰ 1999 Scot not Scots machine.

A=priority B=low priority C=very low priority S=Suggestion (not to be done yet) Q=Question

Options screen

A. The 'X' for next & select should be on the bottom right hand side, and back should be on the left hand side – THIS GOES FOR ALL THE MENU SCREENS, they should all work in a similar presentation layout and key options.

A. 2 player mode- Detect if a second pad is inserted – if not then grey out the 2 player option, only allow 1 player selection.

MAIN MENU SCREEN
B. The animations of the background need to go in. flc player from PC code!

MISSION SELECT SCREEN
B. This screen should be the same as the PC with the CAVES selectable for the levels

Character select screen
A. When in 2 player mode – both players need to be able to select a character to play as.
Ideally – both pads will work together, They can not select the same character to play (ie both are jet) –
B. When in two player mode we need 'P1' and 'P2' displayed under the selected unit.

A. The VDU screen flicker needs to be removed or changed into a slow pulse effect.

A. When the character is selected, it needs to show more of the units unique stats.

A. The mission select screen should have the title of the Mission.

S. The mission text should word wrap inside the screen, - Can we scroll this window UP& DOWN on the pad, in-case in translation the text doesn't fit?

B. At the bottom of the screen, add the text 'X' to select character.

SOUND MENU
A. We should be playing a sound effect or music while adjusting the volume, so we know what the setting is.

Q. Does this screen have the facility to NOT display or select the characters that are in sick bay? – is the coding done for this, top flag, time out?

IN-GAME.
B. The QUIT option doesn't quit.

2 player mode / 1 player mode
B. There is the second player on the level in the one player mode?

The screen centring is wrong, in 2 player mode you can walk a mini-figure off the top of the screen and the 2ⁿᵈ mini-figure is also off the screen at the bottom. – they should always both be visible.

I thought we were going to have a fixed camera (no rotation) for the 2 player mode, the camera currently rotates around the first players direction, leaving player 2 at a dis-advantage.

DAMAGE and SHIELD STATUS
A. There is no – white flash for men and vehicles being hit.

A. The damage to the power shields is too faint – it looks transparent –you can't tell they change, they were more blue before?, Can the main graphic flash white to show damage is being done.

A. The vehicle shield graphic should be displayed when the vehicle is being driven.

MINI-FIGURE
B. Can we set the CLUT for each type of mini-figure selected.
A. I walked the mini-fig straight up to the bucket scoop, and he got stuck in collision, the screen automatically rotated (trying to push away?) but the figure couldn't escape in any direction.

A. It doesn't scale when we zoom in and out.

A. The mini-figures still get damage from scorpions while jumping in mid-air.
A. The mini-figures should get damage from touching the scorpions, spiders etc, so they don't land on top of them, or run into them from behind.

VEHICLES
B. The Vehicles should get damage when colliding with the walls.
B. The bucket-scoop under the tunnel transport. There is a white smoke effect when it collides with the wall, this is obscurred by the bucket, and white on the icy levels is impossible to see. Make it red and larger (>50% bigger) so it can be seen.

A. You can land the Tunnel transport ontop of vehicles (E.G. granite grinder) the vehicles/mini-figures then get stuck. Check for collision before landing.

S. The tunnel transport should slow down twice as fast if you press 'reverse' while moving forward, this would help prevent collisions with the walls.

S. Ideally the vehicles should 'bounce' off from the walls, rotating so they slide along the tunnels. This would make the flying easier and more playable.

CRATES
S. We want an exploding crate animation – splinters of wood, flash effects etc.

COLLECTIBLES
A. There were no collectibles on the level to test out if they worked, I tried to place them down in the editor, and they were not available on the level.

RADAR
B. The radar does not have a 'N' north indicator. Which we need to remember which way we are facing.
C. Having the radar updated in the editor would be useful, to locate where you are.
C. The help text on the top of the radar would also be useful.

LEVEL SELECT
A. Only the first level is playable. The 2nd & 3rd levels have a file missing on loading and the player can't move. The other levels drop back to the main menu.